FREE INSIDE! GIANT SONIC & TAILS POSTER

Sonic the comic

No. 28 June 24th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

starring SONIC THE HEDGEHOG™

NEW SERIES

PIRATE STC IS IN CONTROL!

TAKE A PROW-- TAILS IS BACK!

P STC3 Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
A hume once told all the other humes they'd never had it so good under his leadership. Well, the same applies to all you Boomers out there! Yes, this issue means *you've* never had **STC** so good!

First on your menu screens is the thrilling climax to *Sonic Terminator*, then there's the explosive, penultimate episode of **Streets of Rage**, followed by the return of **Tails** in part one of *The Morbidden Hunt*. At last, lurking towards the back is the seriously weird **Pirate STC**. Warning: don't read it in front of your TV...!

As ever there's the latest news, reviews and solutions for games on the Sega systems, together with your feedback in **Speedlines**. There's also a welcome return to the **Graphic Zone**, which features Mr. Blue Cool himself kitted and booted in time for this summer's 1994 World Cup. In addition to all of this, look out for the giant, free poster of your favourite **STC** stars **Sonic & Tails** in the centre-pages. Please, don't thank me!

Finally, make sure you're cashed up for the arrival on 18th June of the **STC Summer Special** featuring 68 pages of video-game action devoted solely to Sonic and his world, and give your wall a fright with **Sonic The Poster Mag No.5**, also on sale the same day!

All that's left now is to make **STC 29** even better! For starters, there's a chance to win one of three multi-megas courtesy of Kellog's Frosties! See the inside back cover of this issue for more details. It's g-r-r-r-eat!

Megadroid

Get On Board

Right on queue for Sega's computer roadshow.

Once again the two Sega Buses are set for their nationwide tour, offering Boomers the chance to try out the latest hardware and software. Each bus is a mobile computer games extravaganza and comes complete with the latest hi-tech equipment. It's advisable to check the following venues in advance in the event of last minute changes and check local press for additional dates. The Sega buses are also scheduled to visit selected Haven and Pontins holiday camps during the summer months. Of course if you do go along, don't forget to mention that STC sent you and watch out for further tour dates in forthcoming Control Zones.

SEGA BUS TOUR DATES:

18 & 19 June:
Biggin Hill International Air Fair.
Royal Welsh Show.

25 & 26 June:
The Wandsworth Show.
Woodford Air Show/Manchester Youth Games.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · re-entry · new entry

CHARTS COMPILED BY GALLUP

MEGA DRIVE

1 — FIFA INTERNATIONAL SOCCER
2 — SONIC THE HEDGEHOG 3
3 — PGA EUROPEAN TOUR GOLF
4 — NBA JAM
5 ▲ SENSIBLE SOCCER
6 ▼ ALADDIN
7 ▲ MICRO MACHINES
8 ▼ ZOOL/JAMES POND 3
9 NEW SUBTERRANIA
10 ▲ HAUNTING

MEGA-CD

1 — GROUND ZERO TEXAS
2 ▲ LETHAL ENFORCERS
3 ▲ NIGHT TRAP
4 ▲ MICROCOSM
5 ▲ TIME GAL
6 ▲ SONIC CD
7 ▼ ECCO THE DOLPHIN
8 ▼ WWF RAGE IN THE CAGE
9 ▲ BLACK HOLE ASSAULT
10 — THUNDERHAWK

MASTER SYSTEM

1 — SONIC CHAOS
2 ▲ MICRO MACHINES
3 ▲ JUNGLE BOOK
4 NEW BATMAN RETURNS
5 ▲ MORTAL KOMBAT
6 ▼ THE NINJA
7 ▼ SHINOBI
8 ▲ DESERT STRIKE
9 ▲ NEW ZEALAND STORY
10 ▲ MICKEY MOUSE

GAME GEAR

1 — MICRO MACHINES
2 ▲ PGA TOUR GOLF
3 NEW HOOK
4 ▼ ALADDIN
5 ▲ SENSIBLE SOCCER
6 ▼ NBA JAM
7 ▲ SONIC CHAOS
8 ▲ WINTER OLYMPICS
9 ▼ SONIC THE HEDGEHOG 2
10 ▼ DESERT STRIKE

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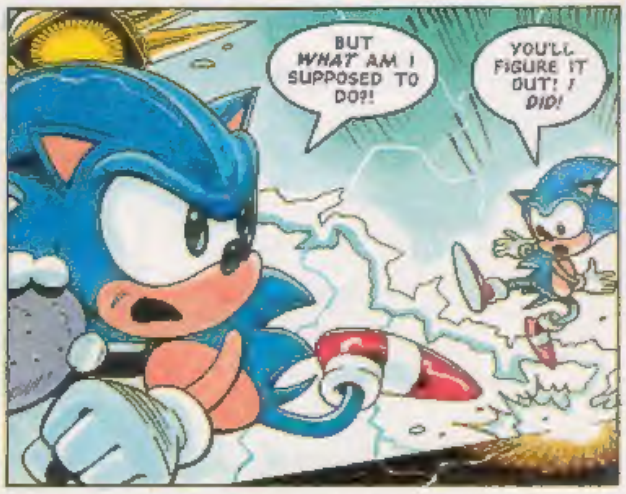
SONIC THE HEDGEHOG

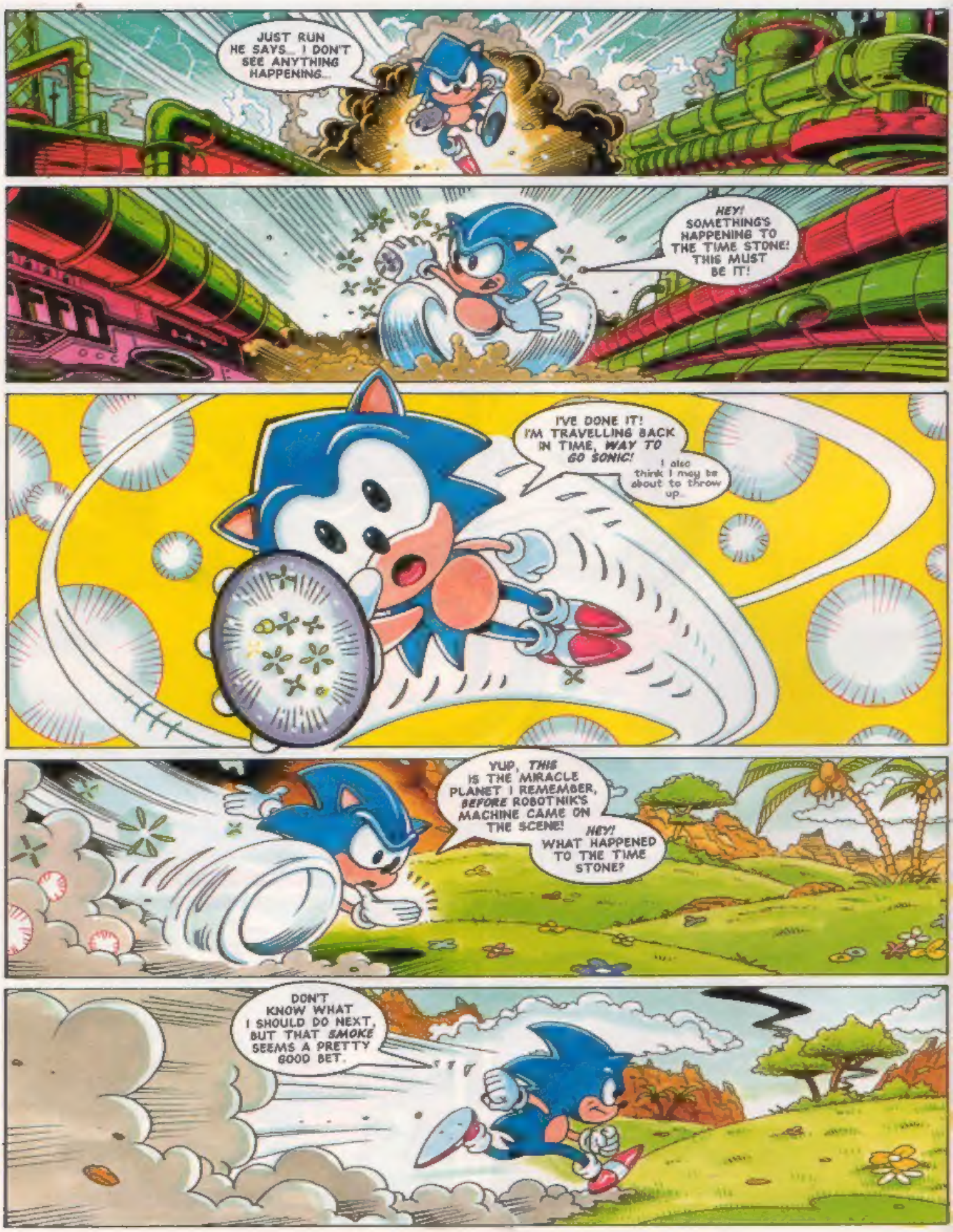
The Sonic Terminator Part 5

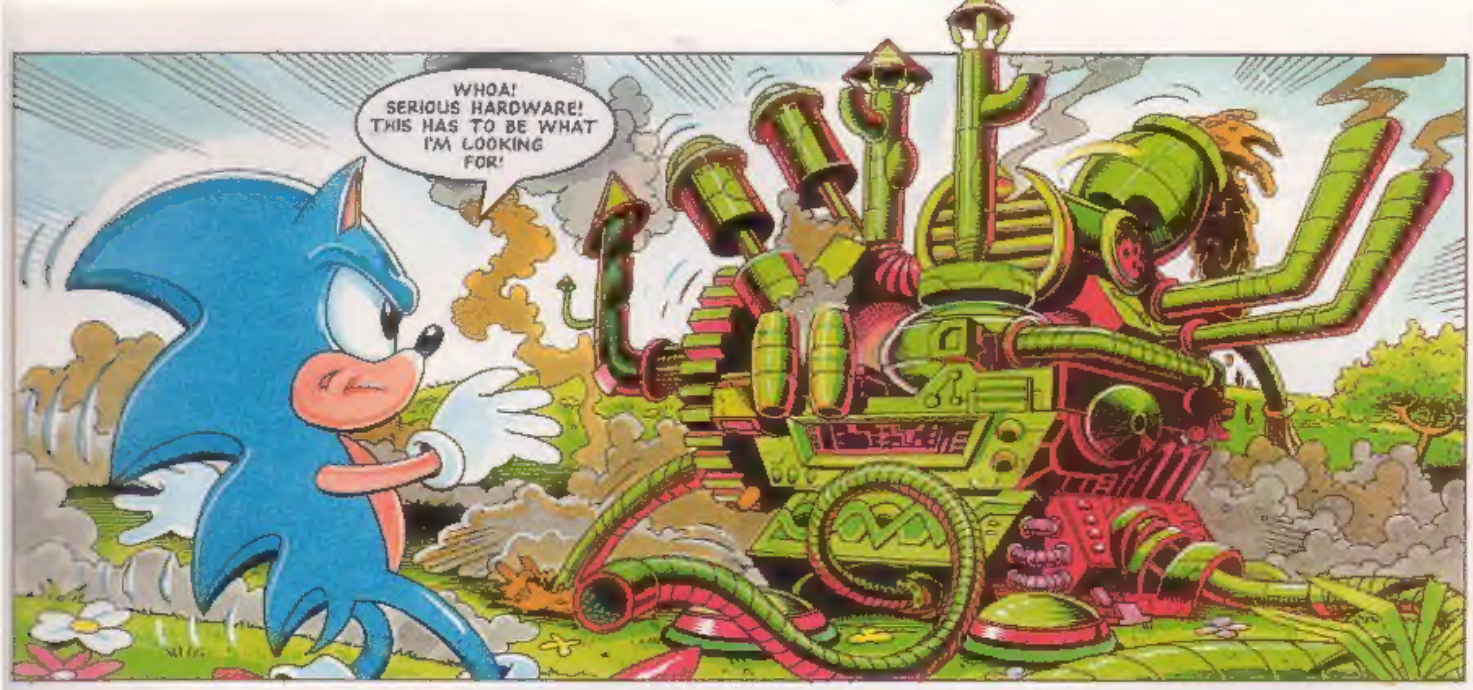
Script: Nigel Kitching
Art: Richard Elson
Lettering: Steve Potter

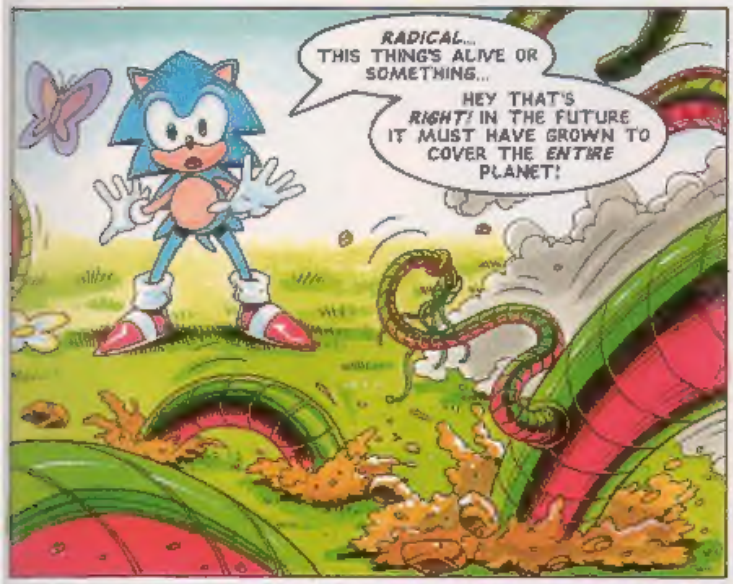
SHRUNK TO A FRACTION OF HIS NORMAL SIZE AND WITH ONLY A VERSION OF HIMSELF FROM THE FUTURE FOR HELP, HE NOW FACES THE ULTIMATE CHALLENGE...

ON THE MIRACLE PLANET SONIC FACES ROBOTNIK'S DEADLY ROBOT METALLIX... THE METAL SONIC!

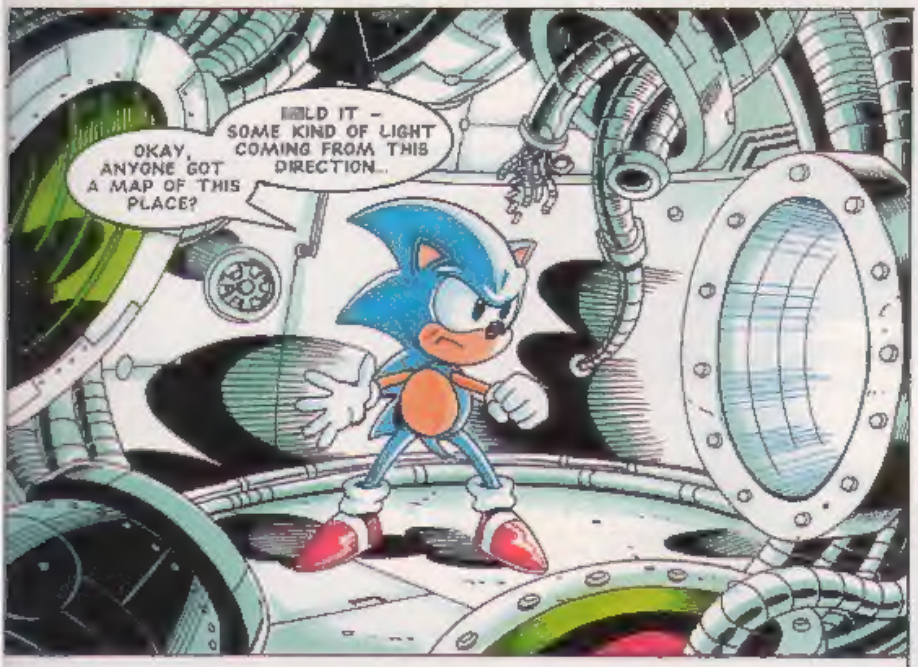


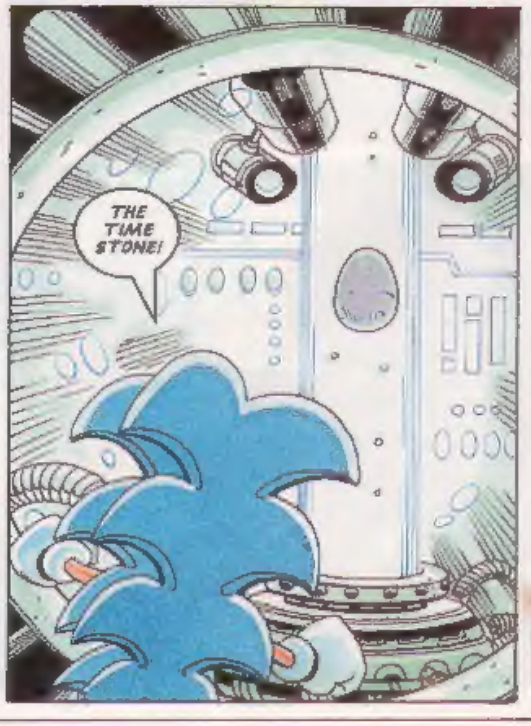

JUST RUN HE SAYS... I DON'T SEE ANYTHING HAPPENING...
HEY! SOMETHING'S HAPPENING TO THE TIME STONE! THIS MUST BE IT!
I'VE DONE IT! I'M TRAVELLING BACK IN TIME, WAY TO GO SONIC!
I also think I may be about to throw up...
YUP, THIS IS THE MIRACLE PLANET I REMEMBER, BEFORE ROBOTNIK'S MACHINE CAME ON THE SCENE!
HEY! WHAT HAPPENED TO THE TIME STONE?
DON'T KNOW WHAT I SHOULD DO NEXT, BUT THAT SMOKE SEEMS A PRETTY GOOD BET.


WHOA! SERIOUS HARDWARE! THIS HAS TO BE WHAT I'M LOOKING FOR!

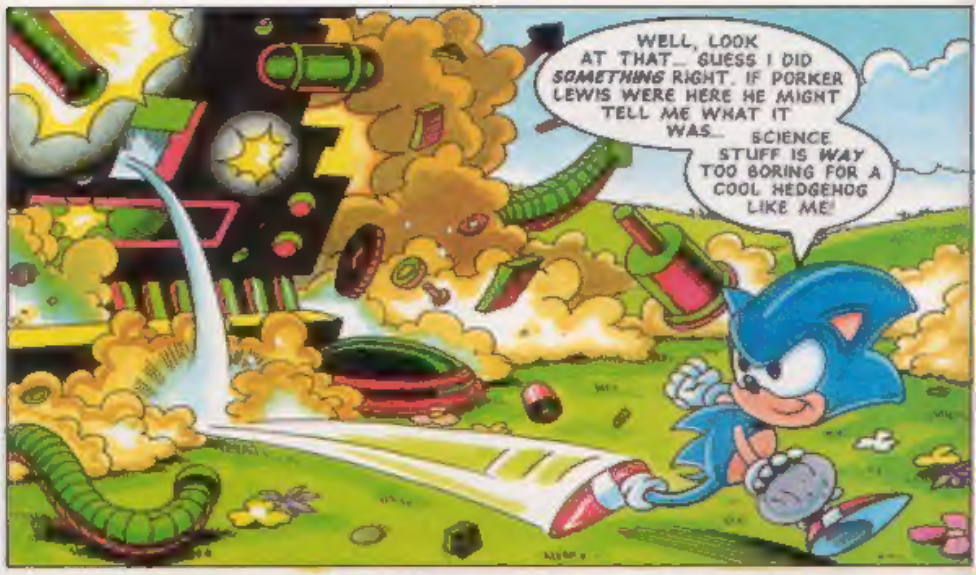

RADICAL... THIS THING'S ALIVE OR SOMETHING...
HEY THAT'S RIGHT! IN THE FUTURE IT MUST HAVE GROWN TO COVER THE ENTIRE PLANET!

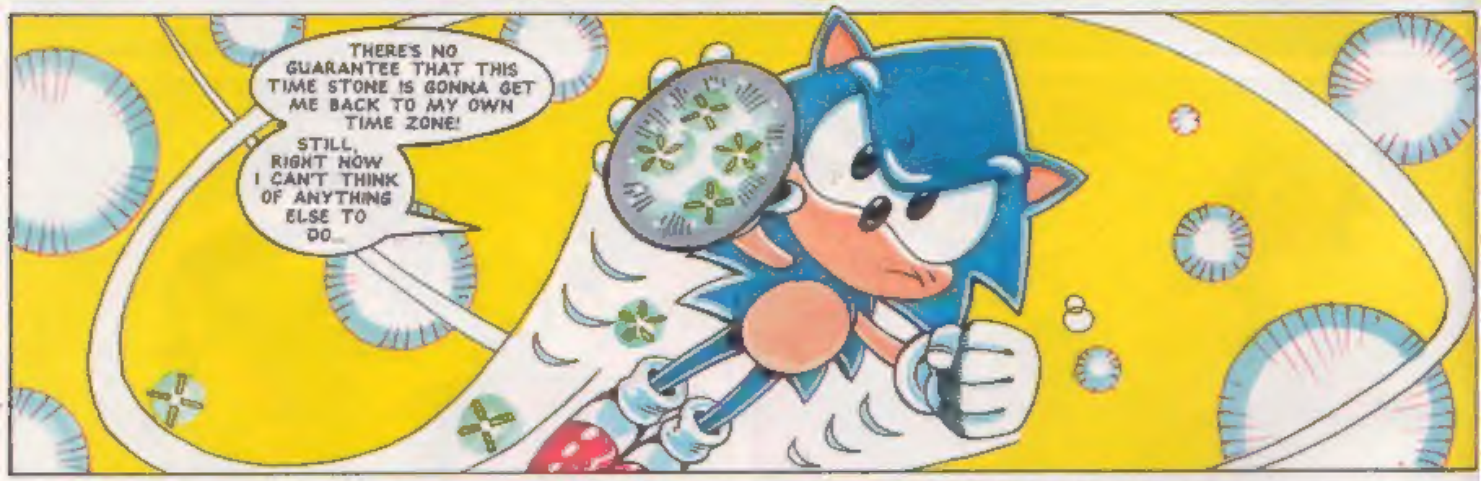
AND I HAD TO BE SHRUNK SO I COULD GET INSIDE IT!
YEP, THINGS ARE REALLY STARTING TO COME TOGETHER NOW!


OKAY, ANYONE GOT A MAP OF THIS PLACE?
HOLD IT – SOME KIND OF LIGHT COMING FROM THIS DIRECTION...

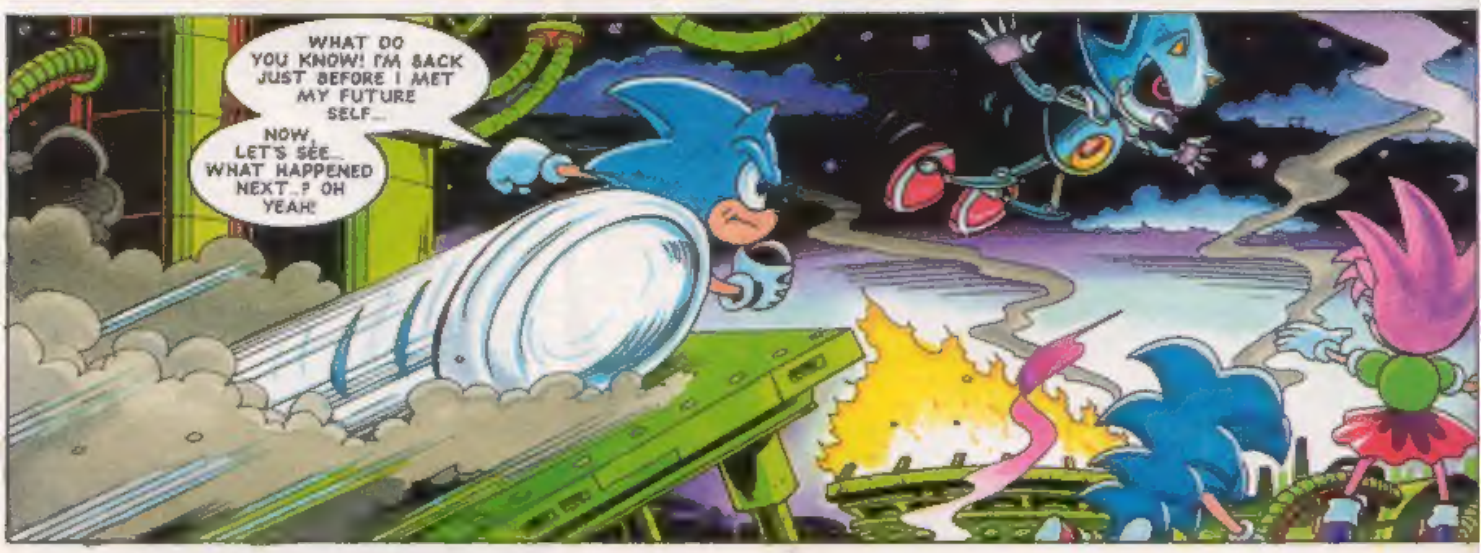

THE TIME STONE!

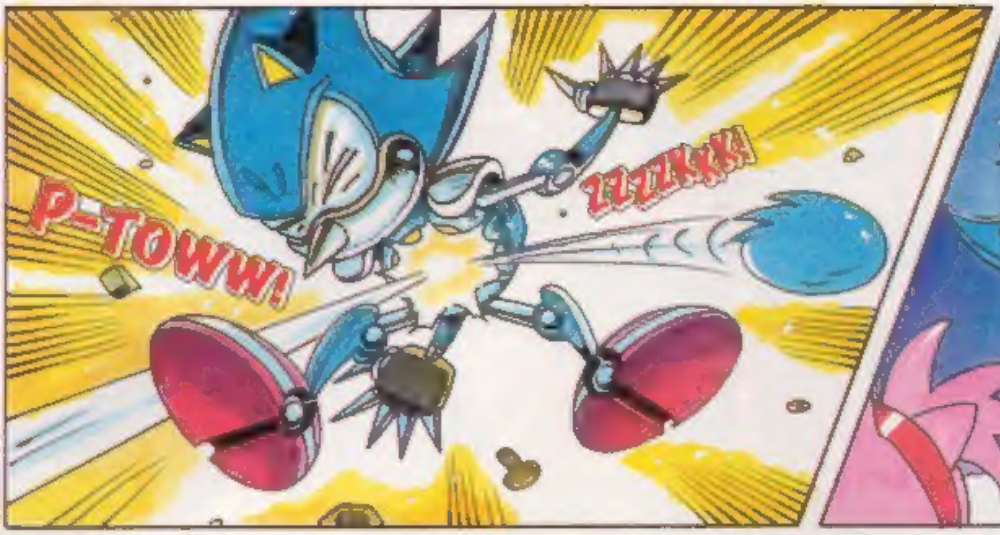
OKAY... LET'S SEE HOW WELL THIS PLACE GETS ALONG *WITHOUT* THIS BABY!

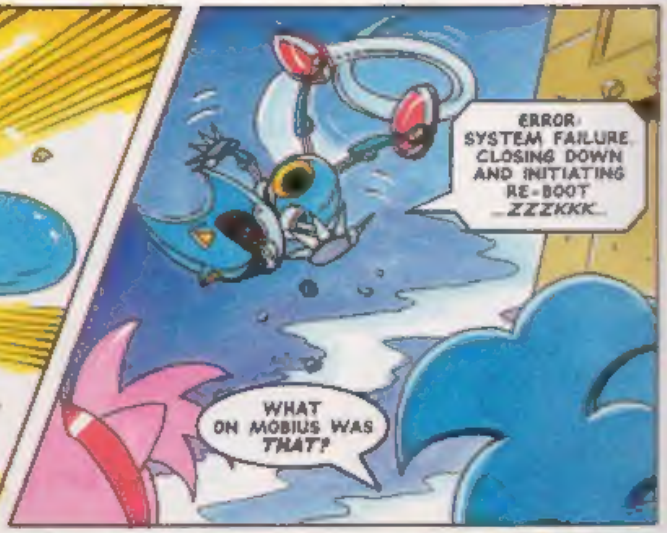

WELL, LOOK AT THAT... GUESS I DID *SOMETHING* RIGHT. IF PORKER LEWIS WERE HERE HE MIGHT TELL ME WHAT IT WAS... SCIENCE STUFF IS *WAY* TOO BORING FOR A COOL HEDGEHOG LIKE ME!


THERE'S NO GUARANTEE THAT THIS TIME STONE IS GONNA GET ME BACK TO MY OWN TIME ZONE!
STILL, RIGHT NOW I CAN'T THINK OF ANYTHING ELSE TO DO...

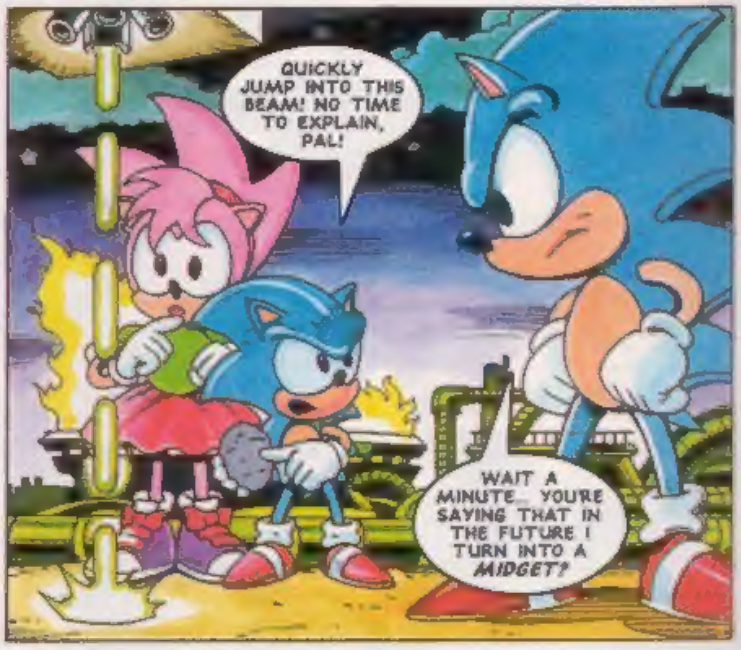
ALL RIGHT! I'M BACK! *NOW* WHAT?
HEY, WHAT'S THAT?

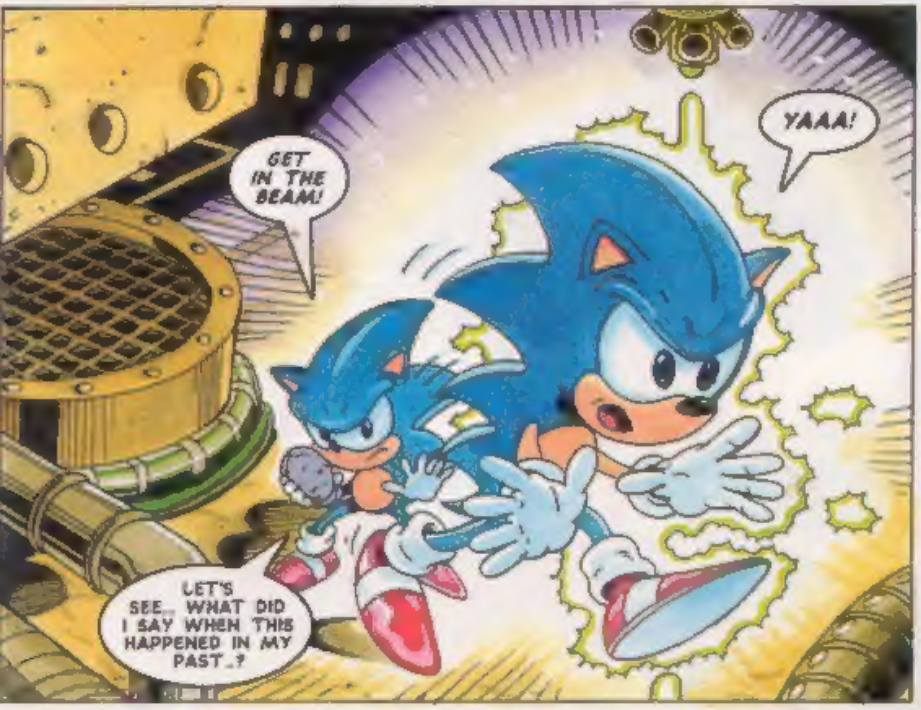

WHAT DO YOU KNOW! I'M BACK JUST BEFORE I MET MY FUTURE SELF...
NOW, LET'S SEE... WHAT HAPPENED NEXT...? OH YEAH!


P-TOWW!
ZZZZKKK!

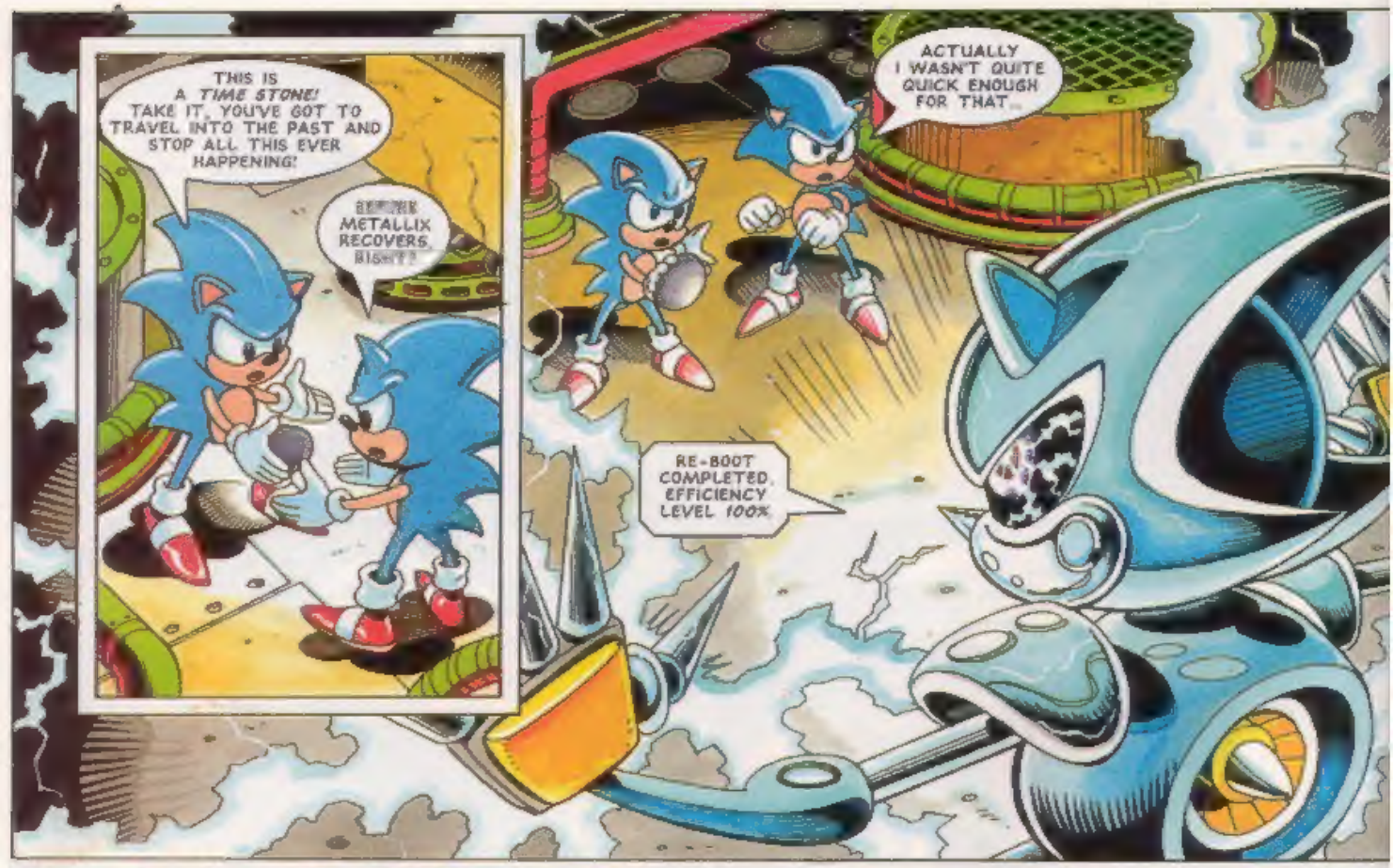

ERROR: SYSTEM FAILURE. CLOSING DOWN AND INITIATING RE-BOOT. ZZZKKK.
WHAT ON MOBIUS WAS THAT?

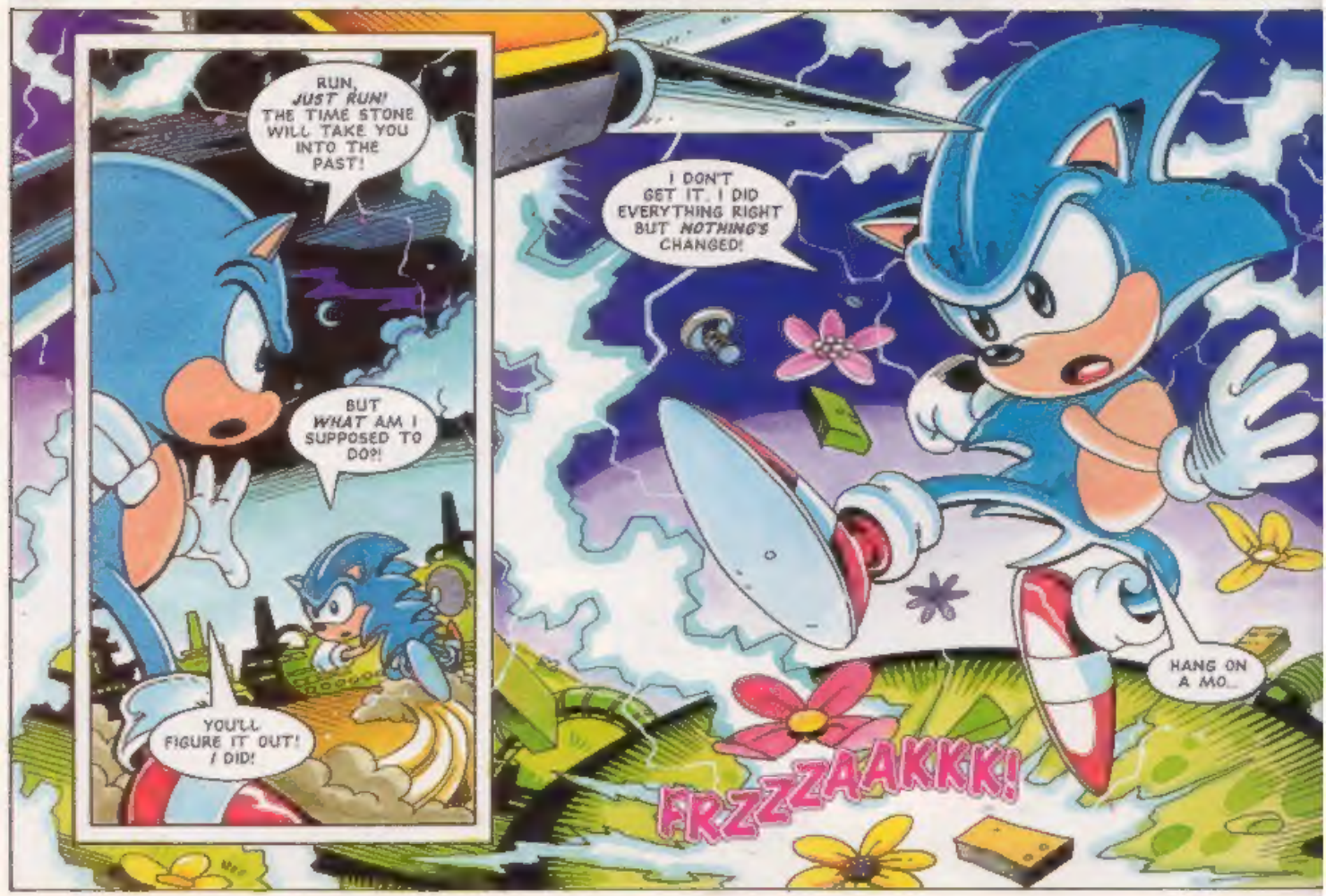
THAT, GOOD BUDDY, WAS ME! OR RATHER YOU IN THE FUTURE!
HUH?


QUICKLY JUMP INTO THIS BEAM! NO TIME TO EXPLAIN, PAL!
WAIT A MINUTE... YOU'RE SAYING THAT IN THE FUTURE I TURN INTO A MIDGET?

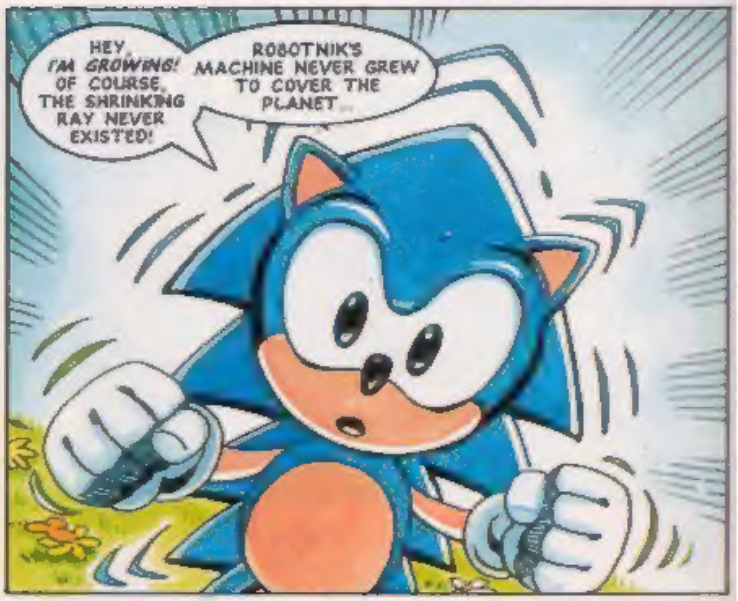

GET IN THE BEAM!
YAAA!
LET'S SEE... WHAT DID I SAY WHEN THIS HAPPENED IN MY PAST...?

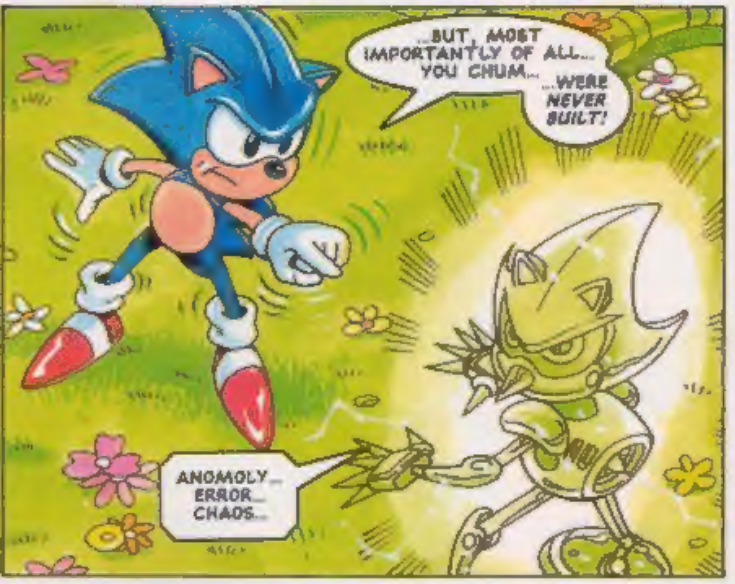
OH YES... WELL, THIS HAD BETTER NOT BE A TRICK!
WELL, THIS HAD BETTER NOT BE A TRICK!


THIS IS A *TIME STONE!* TAKE IT, YOU'VE GOT TO TRAVEL INTO THE PAST AND STOP ALL THIS EVER HAPPENING!
METALLIX RECOVERS, RIGHT?
ACTUALLY I WASN'T QUITE QUICK ENOUGH FOR THAT...
RE-BOOT COMPLETED. EFFICIENCY LEVEL *100%*


RUN, *JUST RUN!* THE TIME STONE WILL TAKE YOU INTO THE PAST!
BUT *WHAT* AM I SUPPOSED TO DO?!
YOU'LL FIGURE IT OUT! *I* DID!
I DON'T GET IT. I DID EVERYTHING RIGHT BUT *NOTHING'S* CHANGED!
HANG ON A MO...
FRZZZAAKKK!

IT'S WORKING! TIME IS RE-ORGANISING ITSELF.
FRZZZAAKKK!


HEY, I'M GROWING! OF COURSE, THE SHRINKING RAY NEVER EXISTED!
ROBOTNIK'S MACHINE NEVER GREW TO COVER THE PLANET...


...BUT, MOST IMPORTANTLY OF ALL... YOU CHUM... ...WERE NEVER BUILT!
ANOMOLY... ERROR... CHAOS...

SONIC! YOU'VE DONE IT! YOU'VE BEATEN METALLIX AND SAVED THE PLANET... UNBELIEVABLE!
IT'S NOT ALL GOOD NEWS... I SAVED YOU TOO, DIDN'T I?

Y'KNOW SONIC THE MIRACLE PLANET DOESN'T APPEAR OVER MOBIUS FOR A WHOLE MONTH. WE'LL BE HERE TOGETHER ALL ALONE... JUST YOU AND ME...
BOY, I'M REALLY GOING TO MISS THAT METALLIX!
THE END OF 'THE SONIC TERMINATOR'
NEXT ISSUE : THE SENTINEL!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewer this issue: David Gibbon.

MD Mega Drive | MCD Mega CD | MS Master System | GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

DUNE 2 - THE BATTLE FOR ARRAKIS

game type: ACTION/STRATEGY
1 PLAYER

MD

One look at the screenshots for **Dune 2 - The Battle for Arrakis** and you'd be forgiven for thinking that this game looks certain to be a bore. However, graphics don't always make a good game, whereas gameplay does, and this is where **Dune 2** scores very highly. The game is basically a 'building and defending an empire simulation' and plays in a similar way to the massive-selling *Sim City* which appeared on every format except the Mega Drive. Based on a series of sci-fi novels by Frank Herbert, **Dune 2** is set to impress gamesters everywhere ,and, having already received critical acclaim on the Amiga and PC, is bound to be a big hit.

The Emperor of Arrakis has laid down a challenge for the galaxy's three ruling Houses; the Harkonnen, the Atreides and the Ordos - to see which one is capable of dominating the planet. Playing the role of a general you work for one of these houses and, whichever one you choose to serve, the goal is to take control of Arrakis and it's Spice by wiping out the other two opponents or houses as they're known. Whoever gains control of the production of Spice (the most valuable substance in this universe) will rule Arrakis. Spice is basically a drug and producing it will bring in money to help you build up your empire. The core of **Dune 2**'s strategy element concerns the manufacture and management of such functional buildings as Spice refinement plants, factories (to create military flyers, tanks and nerve gas launchers), barracks (to train armies) and rocket turrets.

Fighting the opposition takes place in real-time and, unlike most wargames, all you do is point and click to launch an all-out assault. Throughout the game some superbly sampled speech tells you of enemy attack, completed construction and so on. **Dune 2** is incredibly addictive, with excellently designed gameplay and no unnecessary complicated controls. Most games like this take hours to understand, but **Dune 2** is immediately playable. - DG.

FAST FAX

PUBLISHER: VIRGIN
PRICE: £44.99

GRAPHICS 78
SOUND 87
PLAYABILITY 92

RAVES: The best strategy game available
GRAVES: Very basic graphics

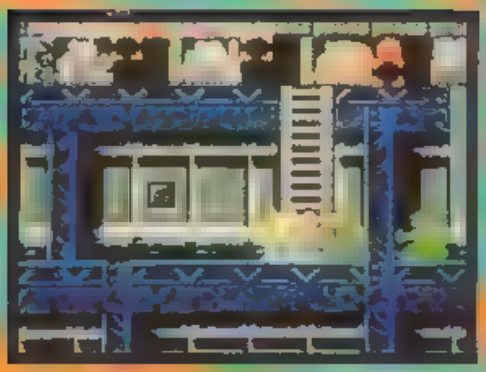
OVERALL 91%

THE LOST VIKINGS

game type: PLATFORM STRATEGY
1-2 PLAYERS

MD

Imagine you're one of three vikings, casually walking around, minding your own business when suddenly you're captured by an alien space ship. Well, that's exactly what happens in **The Lost Vikings** where we meet Erik the Swift, Baleog the Fierce and Olaf the Stout. Each one of these vikings possess individual strengths and skills (Erik has super speed, Baleog is a fearsome killer, Olaf (the slowest of the three) is a mean man with a shield. These skills serve as protection from enemies and even come in handy for para-gliding! Using these various skills you must make a team effort to rescue the lost vikings from the aliens and imminent doom.



The game uses a unique blend of witty dialogue, numerous sound effects and detailed graphics to build up the characters distinct personalities. Players advance to the next level, of which there are 31, by learning to get the trio working together.

Unlike most platform games, you won't get anywhere unless you sit back, think about the problem you're currently facing and then come up with a strategy. Nasties are lurking throughout the game, and as each viking can only take three hits before being killed, the best technique is to hide behind Olaf's shield while slashing the baddie with your sword. Prompt boxes are scattered around each level – these give you instructions as to which buttons perform which actions and, more importantly, when you should use them. This is a really great idea by Virgin as it saves looking through pages of instructions each time you're stuck.

The graphics in **The Lost Vikings** are excellent, with some very nice touches of humour, especially Olaf standing and picking his nose. A very nice game then, with a perfect blend of platform and strategy to keep you addicted until its completion. - DG

PGA EUROPEAN TOUR GOLF

GOLF SIMULATION
1-4 PLAYERS

Golf is one of those games that looks very simple on the surface but when you hear players talking of Eagles and Birdies you start to wonder if you need a degree in mathematics to play properly. One thing is for sure though, when playing **PGA European Tour** you don't get to know golf's side bet. The people behind Electronic Arts have achieved great success with their previous PGA golf simulations, in particular PGA Tour Golf 2, which has won almost as awards for being the most realistic golf game around.

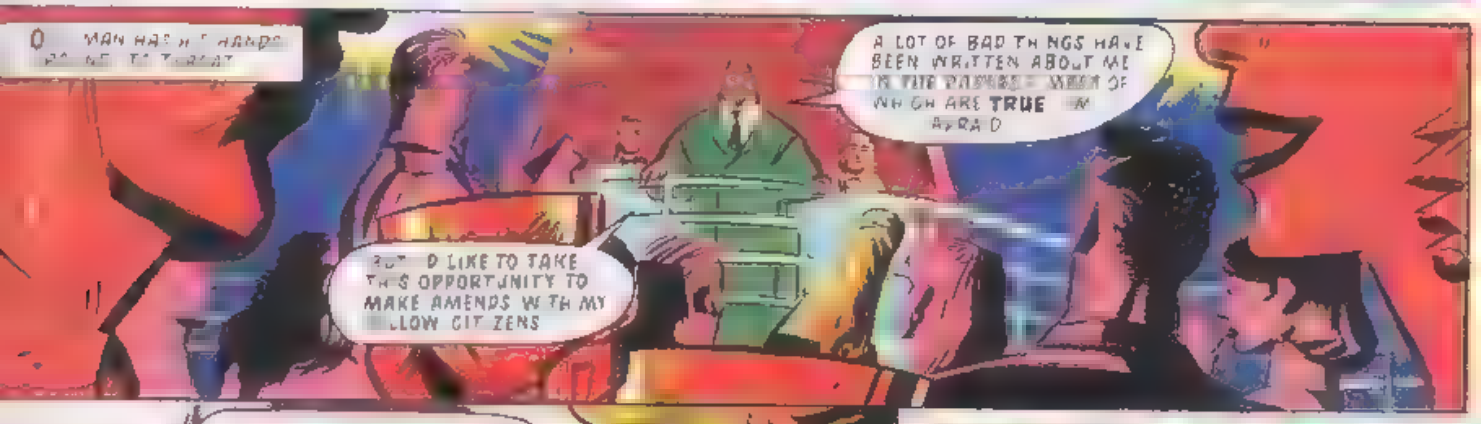
PGA European Tour Golf is actually *PGA Tour 2* but with a few enhancements. The old game included all those American courses which is greedy bunkers. This however features five new European courses which have supposedly less hazards for the golfer. Ten European players are now included, all of whom are better known to us than the American green stalkers who populate *PGA Tour 2*.

PGA European Tour Golf allows you to play, amongst others, New Fando and Seven Bastelos. You also get the European Tournaments. The game features superb graphics and sound effects via four match play options and weather conditions. The weather ranges from a mild sunny day to the high and dry of the balls flying as if would be in real life.

Without a doubt this is the best golf game available on the Mega Drive, although one little niggle concerns how slow the game is when redrawing the courses. The original game [illegible] years [illegible] and has the same graphics engine.

In summary, the addition of a few tournaments and ten European players doesn't make **PGA European Tour Golf** a worthwhile investment if you already own *PGA 2*. However, if you don't own a PGA golf game and you're looking for a cheap way of experiencing purchase. - DG

STREETS OF RAGE
SKATES' STORY PART 4

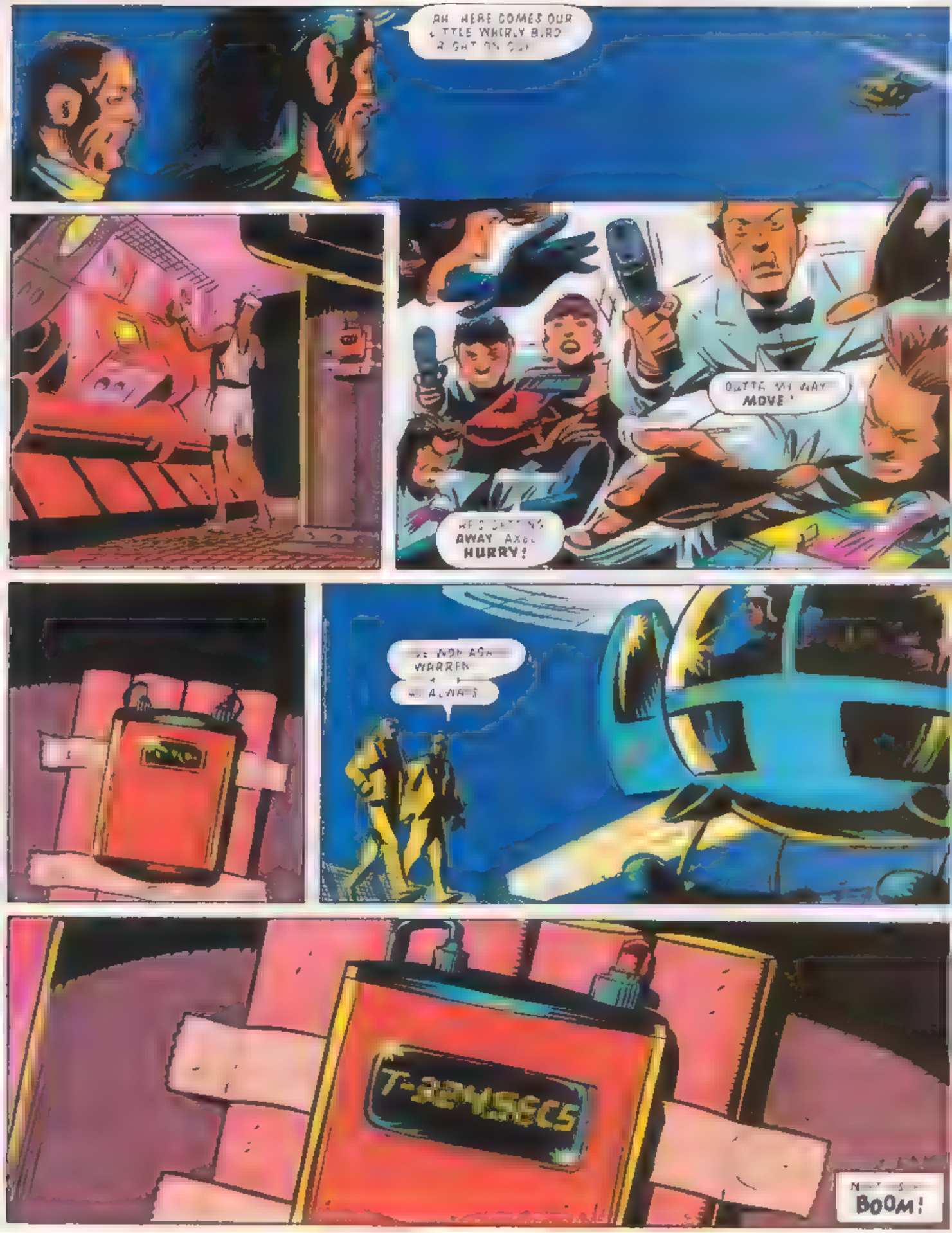

A LOT OF BAD THINGS HAVE BEEN WRITTEN ABOUT ME
TRUE
I'D LIKE TO TAKE THIS OPPORTUNITY TO MAKE AMENDS WITH MY FELLOW CITIZENS

WHAT DO YOU THINK OF THE CONCERNED CITIZEN SPEECH BLAZE?
I'M NOT LISTENING AXEL

YOU'RE LATE EPOSITO WE'VE BEEN WAITING
SORRY ROACH TRAFFIC WAS A BITCH
WE'VE GOT THE BODY IN THE TRUNK
JUST GIVE THIS LITTLE PUNK GOOD STYLE
HA WHAT'S THE MATTER ROACH? CAN'T STAND THE SIGHT OF BLOOD.
I LOVE THE SIGHT O

JUST WANNA SEE SOME OF YOURS!
BRAKABRAKA
AAAAA!

THERE'S HUNDREDS OF PEOPLE ON THE PRINCESS GRACE FERRY!
C'MON! WE'VE GOTTA FIND THAT BOMB
LISTEN TO YOURSELF CRATES. YOU SOUND LIKE A STINKIN' COP
JUST LIKE YOUR OLD MAN
MY OLD MAN'S DEAD, ROACH!
SLIGHT DIFFERENCE
MAX AXEL MR. X'S GONE!
SIX MINUTES TO DETONATION WARREN
I CAN'T WAIT TO HEAR THEIR FACES SCREAM


AH HERE COMES OUR LITTLE WHIRLY BIRD RIGHT ON CUE
OUTTA MY WAY MOVE!
AWAY AXEL HURRY!
WARREN
ALWAYS
T-224SECS
BOOM!

TAKE OFF WITH BOMBERMAN

Classic explosive multi-player action comes to the Mega Drive

Now hear this ... Hudsonsoft will be converting its multiplayer hit Dyna Blaster (also known as **Bomberman**) to the Mega Drive. What do you mean you haven't seen it, let alone played it on the Amiga, SNES or PC Engine?

The idea is to run around a maze and drop bombs to blow up monsters and blocks, not forgetting to collect powerups so you can drop more bombs with bigger explosions (and more besides). Sounds simple? It is and it's all good, clean, family fun to boot. The consequences of playing against one, two or even three pals are hilarious.

You will need a Multi-Tap if more than two people are to play, but **Bomberman** is one of the best excuses to invest in one, or even two! Sources suggest that, unique to the Mega Drive version, up to eight players will be able to participate at the same time!

We reckon there's no reason why **Bomberman** won't be one of the most entertaining releases of this year. Find out for sure in November when it's released on the Mega Drive.

*At last you (and your friends) will be able to play with **Bomberman** (and his friends) on the Mega Drive.*

TINY TOONS PLAY BALL

Return of the Toons

Cartoon cutes the Tiny Toons are shaping up to make a second visit to the Mega Drive—not in another run 'n jump romp but in **Tiny Toons Sports** from Konami. The sports in question are four-a-side Soccer and three-a-side Basketball, both simulated in the zany style you'd expect from the Looney Tooners.

The sports can be played individually (with or without a friend) or in 'story' form, with a selection of loony tunes and bright backdrops (including the University Sports Complex and Elmira's Back Yard) to help liven up the proceedings.

There's a choice of 12 different Tiny Toons to control, and each character has his or her own abilities and energy permitting 'Desperate on Shots'. For example, in the basketball, not only can Buster Bunny perform dunk shots with his ears, but anyone standing between him and the basket will be knocked in with the ball! In the soccer, Buster burrows underground to appear right in front of the goal, Elmira grabs her opponents and hugs them a little too hard for comfort, and Montana Max calls upon his car which he drives around the pitch knocking over the other characters.

Sounds like a welcome relief from the multitude of more traditional, serious sports simulations available. Roll on October then, when **Tiny Toons Sports** is released.

Tiny Toons Sports [illegible] *Note* [illegible] *was taken at an early stage in the game's development and some details subject to change.*

THE ROCKET KNIGHT ADVENTURES

[illegible]

Sparkster set to light up the MD

[illegible]

Sparkster [illegible]

[illegible] ave put a price on Sparkster s head Now he has [illegible] o take on a whole army of Nebulons - and to make matters worse his girlfriend needs rescuing too!

[illegible] Sparkster [illegible] squeeze in 10 large platform-filled levels, plus a few hidden ones and bags of original ideas for good measure Standby for blast off

News

SHORT BURSTS

ECCO 2 4 U

One of the biggest hits of 1993 has been updated and revamped. Ecco 2 is making its way to your Mega Drive this September. This all new game features Ecco in a new set of challenges which feature incredible 3D sequences and even more amazing graphics and sound.

DYNAMITE AHEAD

Dynamite Headdy is set to be one of the most original games of 1994. Heady literally loses his head every time he wants to take out an enemy. He can also throw his head around the screen and exchange it for heads with different powers. The bosses and backdrops are beautifully detailed and animated and Headdy has plenty of bonus rounds to get through. Look out for his release this Christmas!

IT'S A STEAL

Snatcher is the name of a new Konami adventure for the Mega-CD. It's set in the future where the player is a cop who has to hunt down rogue robots and bring them to justice. A mixture of text, animated pictures and action sequences is used to portray the story, and owners of Justifier too in the plastic pistol provided with Lethal Enforcers will put it to good use in some of the shooting sections. Snatcher is released [illegible]

MEGA CD GAMES EXPLOSION!

Full-motion videos & 3D game releases see Sega's hottest summer yet!

First up is **Yumami Mystery Mansion** a superb 3D mystery game You get to wander around a house trying to find your sister who has been transformed into a butterfly! The graphics are very atmospheric and there are plenty of rooms and a creepy basement to explore There are also secret passageways and plenty of items to collect, which keep your interest from waning

Double Switch features ex-pop stars Debbie Harry and Corey Haim (ask your mum or dad!) You get to play with a similar Night Trap interface whilst protecting a building from some very weird inhabitants

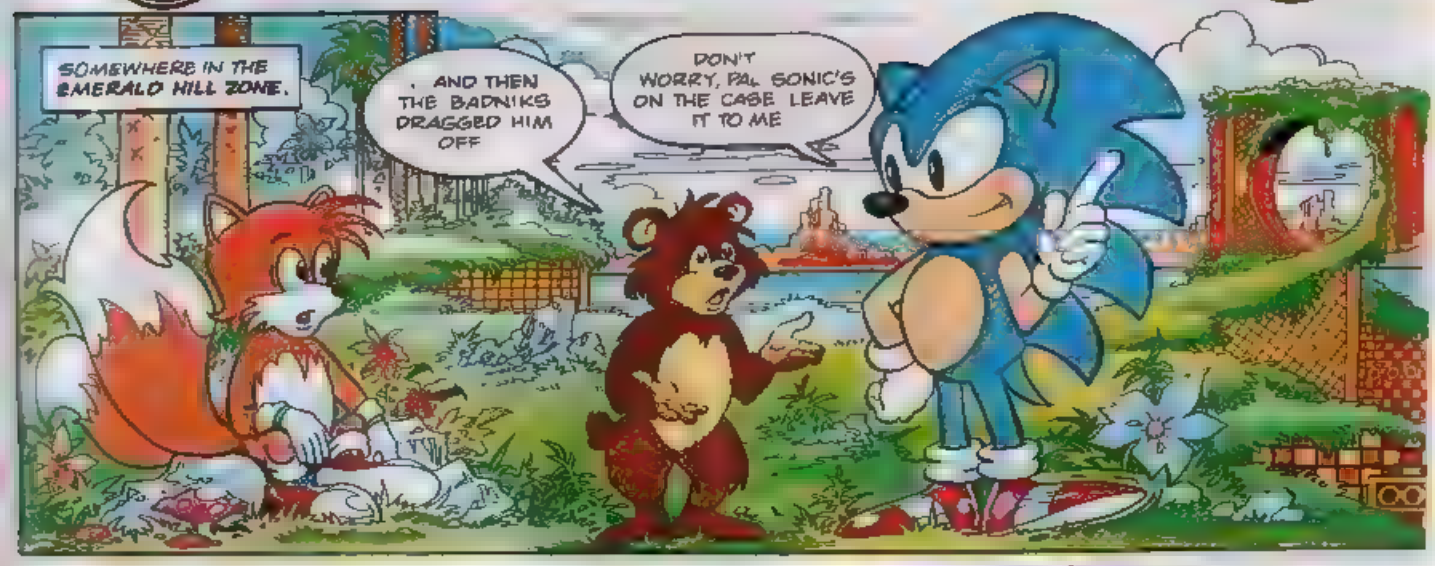
The most sizzling title is **Tomcat Alley** for the CD which has you flying a multi million dollar jet taking out invading jets in different missions This has to be the most impressive CD game to date with full screen video and amazing dogfight action

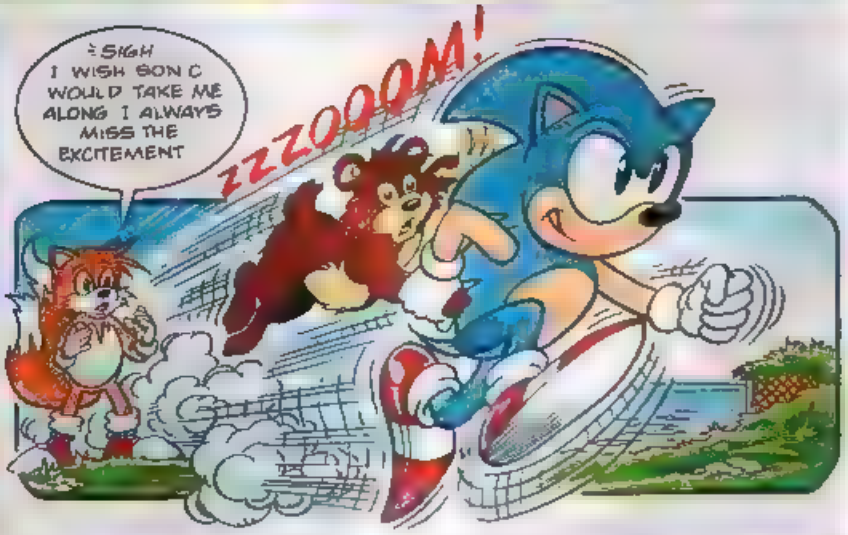
Jurassic Park finally makes it to the Mega CD This is more of a strategy simulation with you wandering around the park trying to stay alive! It includes some good FMV and puzzles to solve.

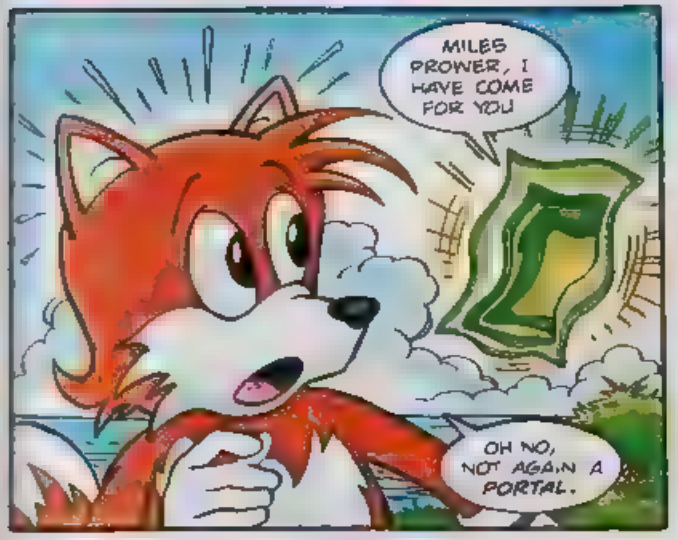
Tails

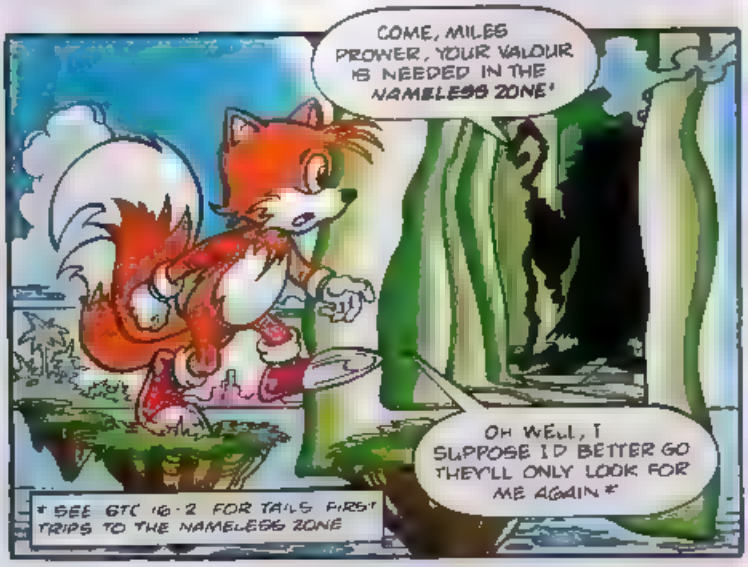
The Unknown Hero (Part 1)

Script: [illegible]
Art: [illegible]
Lettering: [illegible]









SHAMAN WARPULL AND THE VILLAGE ELDERS OH GOLLY! NOW I'M FOR IT

MILES PROWER, YOUR LETTERS HOME HAVE DESCRIBED YOUR BRAVE DEEDS AIDED BY YOUR ASSISTANT TONIC

JUST CALL ME TAILS AND IT'S SONIC HE'S THE

NEVER MIND THIS CONIC! THE ENCHANTER KINGS TOLD SHAMAN WARPULL HOW TO OPEN THE PORTAL TO MOBIUS SO THAT WE COULD SUMMON YOU

SONIC– HE'S THE BRAVE ONE.

SUCH MODESTY HE WAS LUCKY TO HAVE YOU TO SAVE HIM WHENEVER HIS FOOLISHNESS GOT HIM INTO TROUBLE

WE HAVE YOUR ARMOUR AND WE NEED YOUR HELP NOW THIS IS WHAT'S HAPPENED

" GOBLINS CAME IN THE NIGHT AND STOLE TWO CUBS, JIMMY AND JILLY.

STOP!

" THEY RODE NORTH TOWARDS CASTLE MORBIDDEN "

YOU MUST GO QUICKLY AND RESCUE THE CUBS

GOOD LUCK MILES PROWER

BUT

TAILS. EVERYBODY CALLS ME TAILS! OH, WHAT'S THE USE, THEY JUST WON'T LISTEN

IF ONLY I HADN'T WRITTEN ALL THOSE LETTERS SAYING I WAS A HERO

MILES PROWER I KNEW YOU'D COME AND RESCUE MY BABIES SOB: YOU WILL BE ABLE TO RESCUE THEM WON'T YOU?

DON'T CRY I'LL TRY TO GET THEM BACK FOR YOU

IF ONLY SONIC WERE HERE

I'M SURE YOUR ASSISTANT WOULD JUST SLOW YOU DOWN

BUT SONIC IS THE

THERE'S NO POINT NO ONE WILL BELIEVE ME

THE THRONE ROOM OF CASTLE MORBIDDEN
WHY'S MY STUPID BROTHER TAKING SO LONG, LIEMOULD? I'M TIRED OF WAITING - BURP
YOU KNOW HOW UNTRUSTWORTHY YOUR YOUNG BROTHER CAN BE, QUEEN VULPECULA
CATALUS SAID HE'D GET SOME FOXES SO WE COULD HUNT HERE IN THE CASTLE
DON'T BE STUPID, LIEMOULD! I AM THE QUEEN! I'M NOT CHASING AROUND THE NAME LESS ZONE LOOKING FOR FOXES THEY CAN COME TO ME! QUEEN VULPECULA HUNTAR!
MEANWHILE TAILS IS MAKING HIS WAY NORTH TOWARDS CASTLE MORBIDDEN
HUNGRY
LUNCH! ME!
FOOD!
AT LEAST IT'S QUIET HERE
NEXT ISSUE FOXHUNT!

GRAPHIC Zone

[illegible] you Blues! As World Cup action kicks off on Friday, 17 [illegible] special all-star selection of footballing Sonics that deserve an SEC appearance. Well done to the Sonics with the [illegible] presented who will each receive a Sonic 2 enamel badge.

[illegible] Cheshire
MD owner
Sonic 2 Badge
Winner

[illegible] Sonic 2 Badge Winner

Ian Wallace, Rugby, Warwickshire, Game Gear owner, Sonic 2 Badge Winner

Joseph Lockham, Faversham, MD owner, Sonic 2 Badge Winner

[illegible] MD owner, Sonic 2 Badge Winner

Q Zone

JUNGLE BOOK SPECIAL

[illegible]

[illegible] stories, Jungle Book is another [illegible]

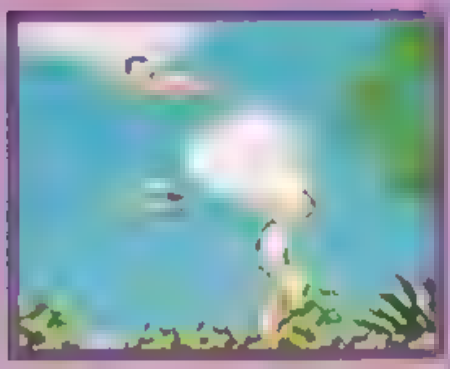
[illegible] this Q Zone Special.

LEVEL [illegible]

FIND EIGHT GEMS

LEVEL [illegible]

FIND EIGHT GEMS



LEVEL [illegible]

LEVEL 4

THE RIVER

BEACH BAGHEERA [illegible]

[illegible] head. As soon as you reach a gem, jump [illegible] land [illegible] river bank. [illegible] a number of logs, [illegible] [illegible] swing. Run the entire [illegible] [illegible] and jump onto the crocodile's [illegible] [illegible] back on the [illegible] [illegible] river bank, dodge onto the [illegible] [illegible] round the big black cat.

When the turtle has reached the gem, jump straight off onto the [illegible] advantage it's [illegible] to Mowgli!

LEVEL 5

ON THE RIVER

FIND BAGHEERA

[illegible] travelling down the [illegible] Baloo.

[illegible] River bank, then back onto the mainland [illegible] onto the bank and run to Bagheera.

LEVEL 6

THE VILLAGE

FIND BAGHEERA

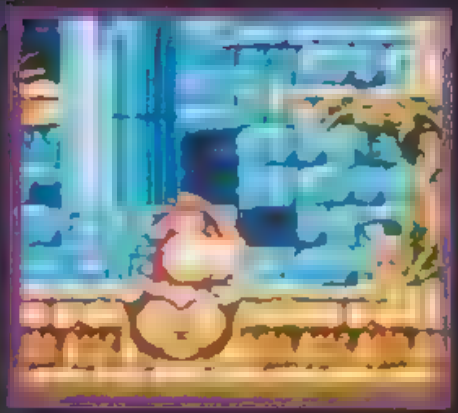
[illegible] the screen and [illegible] the [illegible], then go right [illegible] and onto the first [illegible] tree branch. Jump through the hole in the tree, go right, and fall to the ground. Jump on the hidden snake on the roof of the hut to get through the hole in the tree. Go right, jump onto the single vine and onto the next tree branch to the right. Go through another tree hole and onto [illegible] tree, which gives you the invasion of monkeys, and try to climb up the vine by using the snake on top of the hut. Head right, through a tree hole and get onto the long vine. Jump across to the smaller vine, get through another tree hole and jump up onto the tightrope. Then, and when you reach the end, drop down into the [illegible], head there and you'll see Bagheera.

LEVEL 7

THE TEMPLE

FIND BAGHEERA

[illegible] to the right, then [illegible] Touch the frog to give you extra height, because the snake to get back up to the top. This level is fairly easy, but you can get lost if you don't know where you're going. Keep travelling right along the top of the level until you reach the end. Then, go to the very bottom of the level and head right to reach Bagheera. You can, of course, search the level if you want to pick up some bonus points.



One of Jungle Book's more difficult bosses. Keep to the set [illegible] monkey shouldn't prove too much of a problem.

LEVEL 8

REACH BAGHEERA

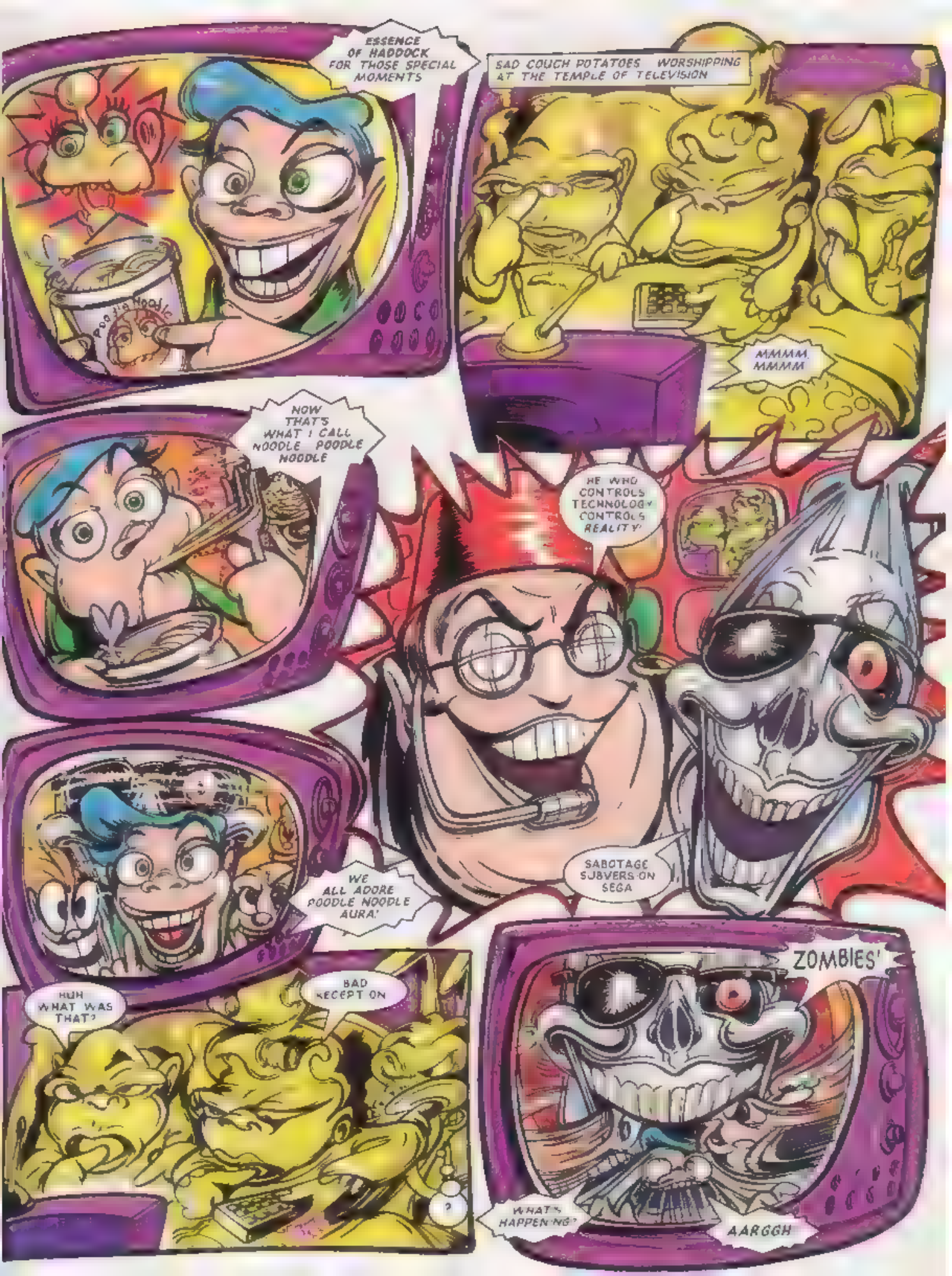
LEVEL 9

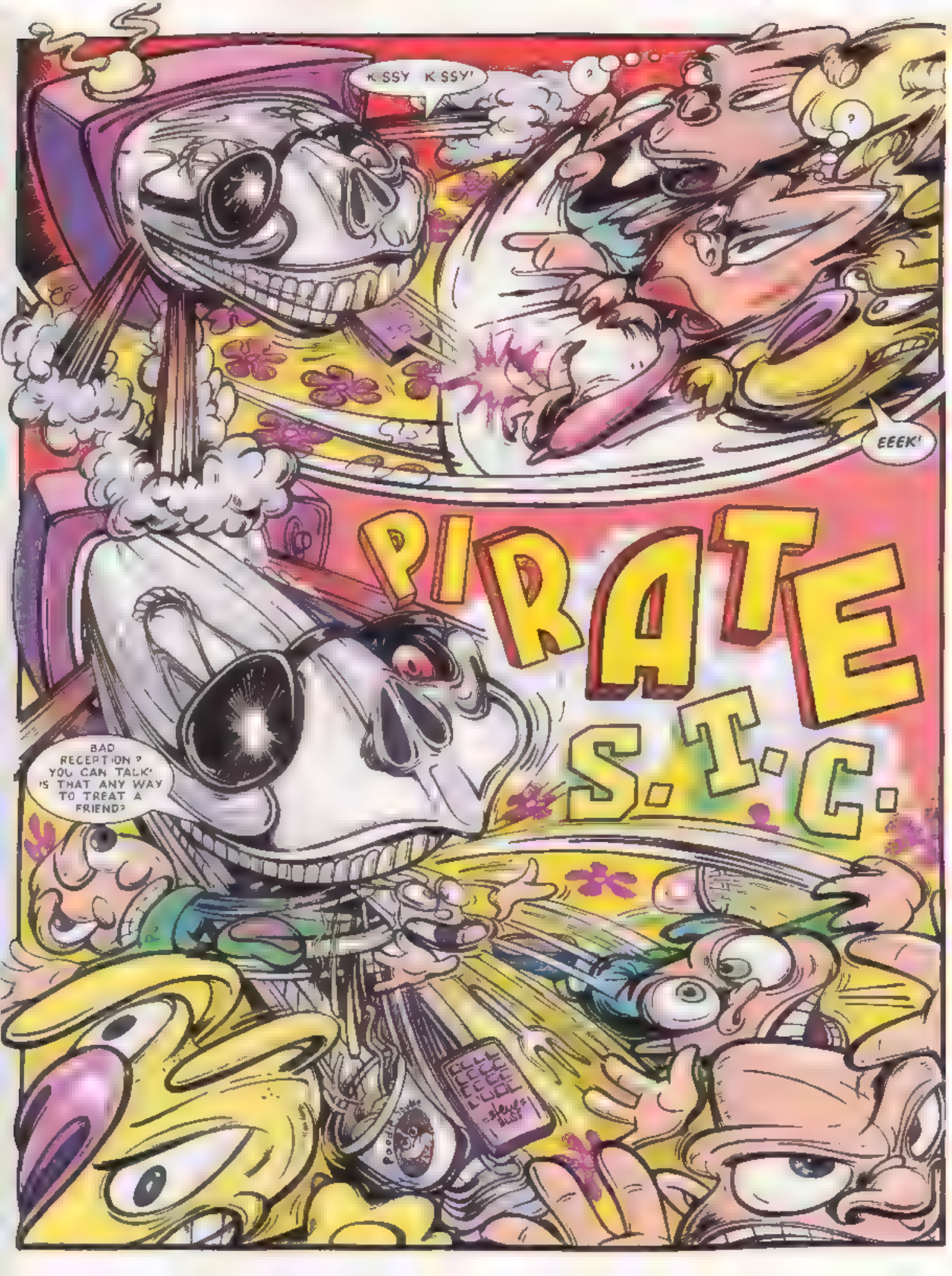
FIND EIGHT GEMS

LEVEL 10

FIND EIGHT GEMS

1. Always shoot at the bananas, they could [illegible] anything from an extra life to [illegible] a super boomerang.
2. Shooting at the owl results in dropped apples which can be picked up for bonus points.
3. Approach unknown areas as slowly as possible. This way you avoid running into danger.
4. Once you've learned the game, try and search as much area as possible. There are quite a few extra lives hidden around the game.
5. The bosses are difficult, but they do have a pattern which can be mastered. Achieve this and no one can stand in your way.


ESSENCE OF HADDOCK FOR THOSE SPECIAL MOMENTS
SAD COUCH POTATOES WORSHIPPING AT THE TEMPLE OF TELEVISION
MMMM MMMM
NOW THAT'S WHAT I CALL NOODLE POODLE HOODLE
HE WHO CONTROLS TECHNOLOGY CONTROLS REALITY!
SABOTAGE SUBVERSION SEGA
WE ALL ADORE POODLE NOODLE AURA!
HUH WHAT WAS THAT?
BAD RECEPTION
ZOMBIES!
WHAT'S HAPPENING?
AARGGH


KSSY KSSY!
EEEK!
PIRATE S.T.C.
BAD RECEPTION? YOU CAN TALK? IS THAT ANY WAY TO TREAT A FRIEND?

F.I.B. INFORMATION

FEZHEAD

- Time Traveller.
- Moves through cyberspace via television systems; can access any location whilst TV receiver is operative.
- Television pirate. Troublemaker.
- Computer psychogenius. Master of molecular restructure.
- Weakness: Wears backflip wrap around hair mat wig to cover bald patch under fez.

SKULL

- Time Traveller.
- Servant and herald to his creator, Fezhead.
- Demonic, computer-generated, holographic skull.
- Programmed to search, via the TV systems, for subjects to participate in Fezhead's 'mission'.
- Weakness: Has lack of skin complex and secretly dresses as a human on days off.

WANNA WATCH MEXICAN AVOCADO PUNDIT BANDITS?
NAH... BULLDOG & BULLDOG'S ON CHANNEL 232.
PHOOT!
CLICK
CLICK
CLICK
NAH! I WANNA WATCH COMMERCIALS!
HEY, SEGA SNOT PRODUCTS... COOL!
I CAN'T BELIEVE IT'S NOT SNOT! NOW IN CANS!
SEGA
THE PERFECT PRESENT FOR THOSE YOU CARE LESS FOR! ORGANIC AND NUTRITIOUS!
ZZZZZZZZ
WOW! BAD RECEPTION, MAN! WHAT WAS THAT?
THAT SKULL THING AGAIN!
THEY SCORE TOP POINTS, YOUR HIGH HUMBLENESS! EXTREME CHANNEL SURFING, LAZINESS, BOREDOM, STUPIDITY, BAD TASTE... THEY'RE PERFECT!
THE CHOSEN ONES! YES!
LET'S DO IT, BOSS!
AARRG!
HELP!
HEY, WHA'S HAPPENIN'?
THAT'S THE LAST TIME I DRINK SPACE DUST LEMONADE!
NEXT ISSUE:
THE WRATH OF THE COUCH POTATOES!
WILL THEY BE BOILED OR JUST MASHED?

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the mozzing of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Butter Fingers

Dear STC,

Recently I was reading an old issue of STC when suddenly it slipped from my hands. I managed to catch it by one of the pages but the staples came out. However, because I am a collector of the comic I asked my newsagent for a spare issue of STC, but unfortunately he didn't have one. Can you repair my damaged comic?

Aiden Gilroy, Lakenheath, Suffolk.
Sonic Water Fun Game Winner.

I suggest that you follow the guidelines below Aiden, to prevent further disasters:-

1: Affix blue-tac to back of STC and secure firmly to a flat, horizontal surface, i.e. a table top.

2: Wear protective gloves when handling STC to avoid grubby fingerprints.

3: As an added precaution, avoid eating, drinking and heavy breathing whilst reading STC!

Call My Bluff

Dear Megadroid,

For months now I have been trying to figure out what you are. At last I have the answer... you're a phoney! Your head is the front of a SEGA MD cartridge insert and your eyes are the MD control pad. I also know you are a wimp because my friend wrote in telling you so and all you did was send Sonic and Tails to beat him up. Well, why don't you do that to me?

Dolphin Lungeroon, Please send full name and address.
Sonic Water Fun Game Winner.

*Hope you enjoyed the **Ecco** strip, Dolphin! I would come round to pay my respects but you conveniently forgot to tell me your address.*

Yelp!

Dear STC,

I have a problem. When I reach the part in Paperboy 2 where the pog runs out in the road and barks, my own dog runs round the room barking like a mad thing!

Emma Harrison, Stourton Grange, Leeds.
MD owner.
Sonic Water Fun Game Winner.

Emma, just be thankful your parents don't react in the same way.

Plates of Meat

Dear STC,

I am disappointed that Sonic's feet (minus sneakers) are never shown. Therefore, could you please get one of your artists to draw in Sonics bare feet in a future story?

Kevin Rookes, Basingstoke, Hampshire.
Sonic Water Fun Game Winner.

So, when did you first realise you had a foot fetish, Kevin?

Spooky Tails
Stuart Heard, Plaistow, London.
GG and MD owner.
Sonic Water Fun Game Winner.

Fantastic
Ben Vine, Milom, Cumbria.
Sonic Water Fun Game Winner.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megatastic Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE!

AMAZING COMPO!

Multi-Megas must be won!

PLUS!

SONIC
The Sentinel

STREETS OF RAGE
Streets ahead with Skates' Story

TAILS
Will he come to armour!

PIRATE STC
More Waggish Weirdness!

ONLY IN STC 29 —

HOT! EVEN IF THE WEATHER'S NOT!

ON SALE SATURDAY, 25th JUNE, £1.10

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 28 OF STC?

☐ %